

# Global Consumer VR and AR Devices Market Growth 2026-2032

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## Abstracts

The global Consumer VR and AR Devices market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

United States market for Consumer VR and AR Devices is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Consumer VR and AR Devices is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Consumer VR and AR Devices is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Consumer VR and AR Devices players cover Meta, Pico, DPVR, Microsoft, Nreal, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the "Consumer VR and AR Devices Industry Forecast" looks at past sales and reviews total world Consumer VR and AR Devices sales in 2025, providing a comprehensive analysis by region and market sector of projected Consumer VR and AR Devices sales for 2026 through 2032. With Consumer VR and AR Devices sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Consumer VR and AR Devices industry.

This Insight Report provides a comprehensive analysis of the global Consumer VR and

AR Devices landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Consumer VR and AR Devices portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Consumer VR and AR Devices market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Consumer VR and AR Devices and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Consumer VR and AR Devices.

This report presents a comprehensive overview, market shares, and growth opportunities of Consumer VR and AR Devices market by product type, application, key manufacturers and key regions and countries.

#### Segmentation by Type:

Consumer VR Device

Consumer AR Device

#### Segmentation by Application:

Electronic Games

Video Entertainment

Shopping

Social Entertainment

Others

This report also splits the market by region:

### Americas

United States

Canada

Mexico

Brazil

### APAC

China

Japan

Korea

Southeast Asia

India

Australia

### Europe

Germany

France

UK

Italy

Russia

### Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Meta

Pico

DPVR

Microsoft

Nreal

Sony

Google

HTC

IQIYI

Lenovo

Rokid

TCL

RAYNEO

Epson

### Key Questions Addressed in this Report

What is the 10-year outlook for the global Consumer VR and AR Devices market?

What factors are driving Consumer VR and AR Devices market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Consumer VR and AR Devices market opportunities vary by end market size?

How does Consumer VR and AR Devices break out by Type, by Application?

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